Ming Chi

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Objective

Internship in spring 2016. Full-time position starting from summer 2016. **As:** software engineer/programmer/web developer/database manager.
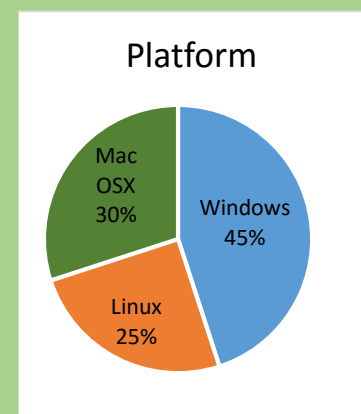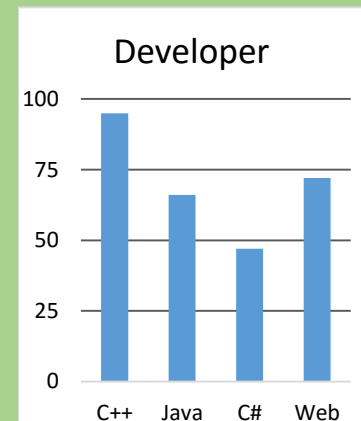
Education

- **University of Pittsburgh**   [2014.9 – 2016.5]
  Master of Science in Information Science

- **China University of Geosciences**   [2010.9 – 2014.6]
  Bachelor of Engineering (Major: GIS)

Project Experience

- **Distributed Database Query Server using Facebook PrestoDB**
  Main contributor. Java restful server processing queries and generate results as back-end. Web page using bootstrap and knockout as front-end. [See: http://infsci2711.github.io/ "Query"]

- **Mobile Game-like App for Java Learning**
  UI designer & backend data simplifier. Extracted backend server data (a complex JSON) and leave only the required information.

- **"Best NBA Manager" – Decision System**
  Data collector & model builder. Collect several seasons' data from official NBA player database and build model.

- **Online Marketing Program**
  Schema designer. Sample data generator. Using C++ & R to generate millions of records and pushed the records to database.

- **Digital Watermarking for Geo-Spatial Vector Data**
  Bachelor Thesis Design. An application with inserting watermark, verification, and testing watermark robustness based on MapGIS 10, with a C# UI lib and a C++ algorithm lib.

- **Prototype GIS System**
  Main designer and contributor (UI, map layer control and zoom functions). An application programmed to have GIS mapping function, with vector editing and layer management, using MFC & SQLServer.

Main Skills

Developer (bar chart): C++, Java, C#, Web

Platform (pie chart): Windows 45%, Mac OSX 30%, Linux 25%

Other Background

- Database Management
- R Language
- Image Processing
- UI Design
- Computer Graphics
- GIS
- Code Lib Wrapping
- Mobile App Develop

For more information about projects, demos, self-developed apps:
Please visit: http://ndsorrowchi.github.io/html/past-projects.html
Or, scan the QR code on the right to get to the projects page.